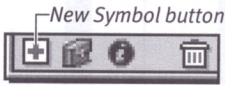


**Figure 6.17** From the Library window's pop-up menu choose New Symbol to create a symbol from scratch.



**Figure 6.18** Click the New Symbol button to create a symbol from scratch.

## What Is Symbol Behavior?

In Flash, you must specify a *behavior* for each symbol. Symbols have three behaviors: graphic, button, and movie clip. Graphics are, as you might expect, graphic objects, but they can also be animated graphic objects. The feature that distinguishes one symbol behavior from another is the way the symbol interacts with the Timeline of the movie in which it appears. Graphic symbols operate in sync with the Timeline of the current movie. If you have a static graphic symbol, it takes up one frame of the movie in which you place it (just as any graphic object would). A three-frame animated graphic symbol takes up three frames of the movie (see Chapter 11). Buttons have their own four-frame Timeline; a button sits in a single frame of a movie but displays its four frames as a user's mouse interacts with it (see Chapter 13). Movie clips have their own multiframe Timeline that plays independently of the main movie's Timeline (see Chapter 11).

## Creating New Symbols from Scratch

You can avoid the conversion process described in the previous section by creating objects directly in the symbol-editing mode. This makes all the tools, frames, and layers of the Flash editor available, but Flash defines the object you are creating as a symbol from the start.

### To create a new symbol:

1. Enter symbol-editing mode in one of three ways:

From the Insert menu, choose the New Symbol command, or press  $\text{⌘}+\text{F8}$  (Mac) or  $\text{Ctrl}+\text{F8}$  (Windows).

or

From the Library window's Options pop-up menu, choose New Symbol. (**Figure 6.17**).

or

In the lower left corner of the Library window click the New Symbol button (**Figure 6.18**).

The Symbol Properties dialog box appears.

2. Type a name for your symbol.
3. Choose Graphic as the behavior for your symbol.

(continued on next page)